



ArcSoft Inc. Worldwide Customer Support Contacts

N. America

46601 Fremont Blvd.
Fremont, CA 94538
Tel: 1-510-440-9901
Fax: 1-510-440-1270
Web: www.arcsoft.com
Email: support@arcsoft.com

Central Europe

Unit 14, Shannon Industrial Estate
Shannon, Co. Clare, Ireland
Tel: +353 (0) 61-702087
Fax: +353 (0) 61-702001
Email: eurosupport@arcsoft.com

Japan

Japan Support Center
M.D.S., Inc.
IKE Bldg 3F
5-1-15 Sotokanda, Chiyoda-ku
Tokyo 101-0021, Japan
Tel: +81-3-3834-5254
Fax: +81-3-5816-4730
Web: www.arcsoft.jp
Email: support@arcsoft.jp

How to Register:

Register your program online at www.arcsoft.com.

China

ArcSoft Beijing Co., Ltd.
No 6 South Capital Gym Rd.
Beijing New Century Hotel Office Building, #1060
Beijing 100044, P.R. China
Tel: 8610-68491368
Email: tech@arcsoft.com.cn

Taiwan

ArcSoft Inc. Taiwan Branch
Tel: +886 (0) 2-27181869
Fax: +886 (0) 2-27190256
Email: support@arcsoft.com.tw

Australia

Marketing Results Prop Ltd.
P.O. Box 6246 BHBC
Baulkham Hills,
New South Wales 2153, Australia
Tel: +61 (2) 9899-5888
Fax: +61 (2) 9899-5728
Email: support@supportgroup.com.au
Website: www.marketingresults.com.au

Latin America

Tel (Brazil): 00817-200-0709
Tel (Chile): 800-202-797
Email: latinsupport@arcsoft.com

Quick Start Guide:

Edited by Steve Toribio
Layout and design by Vickie Wei

Win - Version 1.7
Mac - Version 1.6



ArcSoft video Impression™

for Windows & Macintosh

The following is a legal software license agreement between you, the software end user, and ArcSoft, Inc. Carefully read this license agreement before using the product. Using the product indicates that you have read this license agreement and agree to its terms. If you do not agree to the terms, promptly return the package to the place it was purchased within 10 days of the date you acquired it for a full refund.

Grant of License. This license permits you to use one copy of the software included in this package on any single computer. For each software licensee, the program can be in use on only one computer at any given time. The software is in use when it is either loaded into RAM or installed into the hard disk or other permanent memory.

A multi-seat license permit from ArcSoft is required if the program is going to be installed on a network server for the sole purpose of distribution by other computers, or if the program is going to be installed on and used by more than one computer.

Copyright. The software contained in this package is owned by ArcSoft and is protected by United States copyright laws, international treaty provisions, and all other applicable national laws. The software must be treated like all other copyrighted materials (e.g. books and musical recordings). This license does not allow the software to be rented or leased, and the written materials accompanying the software (if any) may not be copied.

Limited Warranty. ArcSoft, Inc., warrants that the software contained herein will perform substantially in accordance with the accompanying documentation. No Other Warranties. ArcSoft disclaims all other warranties, either express or implied, including but not limited to implied warranties of merchantability and fitness for a particular purpose, with respect to the Software, the accompanying written materials, and any accompanying hardware (if any).

No Liability for Consequential Damages. In no event shall ArcSoft or its suppliers be liable for any damages whatsoever (including but not limited to damages for loss of business profits, business interruption, loss of business information, or any other pecuniary loss) which result from an inability to use this software, even if ArcSoft, Inc. has been advised of the possibility of such damages. Because some states and jurisdictions do not allow the exclusion or limitation of consequential or incidental damages, the above limitations may not apply to you.

U.S. Government Restricted Rights. The Software and documentation are provided with Restricted Rights. Use, duplication, or disclosure by the U.S. Government is subject to restrictions as set forth in subparagraph (c)(1)(ii) of the Rights in Technical Data and Computer Software clause at DFARS 252.227-7013 or subparagraphs (c)(1), (2), and (3) of the Commercial Computer Software - Restricted Rights at 48 CFR 52.227-19, as applicable, and any amendments thereto. The manufacturer is ArcSoft, Inc., 46601 Fremont Blvd., Fremont, CA 94538.

If this product was purchased in the United States, this Agreement is governed by the laws of the State of California; otherwise, local laws may apply.

Table of Contents:

<i>Welcome to VideoImpression</i>	3
<i>Highlights of VideoImpression</i>	3
<i>System Requirements</i>	4
<i>Installing VideoImpression</i>	4
<i>Working with VideoImpression</i>	5
• Getting Started.....	5
• Working with Albums.	7
• Working with the Storyboard	8
• Editing an Image	10
• Editing a Video	11
• Printing a Still Image from a Video	12
• Saving a Movie	12

Welcome to VideoImpression

ArcSoft VideoImpression™ is a powerful, easy-to-use video editing and presentation program designed for consumers and prosumers. It enables you to edit video clips and still images, and to combine them to create multimedia desktop video presentations for home, business, and even the Internet.

Highlights of Videompression

- **An intuitive graphical user interface** make the program extremely easy to learn – you can become productive in just a matter of minutes.
- **TWAIN-compliance** enables you to acquire images right off scanners and digital cameras and instantly turn them into a video presentation.
- **Albums** help you to organize video clips, still images, and even sound files visually on the desktop.
- **Built-in editing tools** allow you to adjust the brightness and contrast of images easily, within the program.
- **The easy-to-use text tool** lets you add catchy titles and captions to video presentations. You can choose any font type, size, style and color of your choice.
- **The Storyboard** enables you to arrange video clips, still images, and sound files in any sequence you desire. You can add various transition effects as well.
- **The built-in email capability** allows you to share your video creations with friends and family all over the world.
- **Support for popular file formats** such as BMP, TIF, JPG, MPEG, AVI, and MOV as well as VPF (VideoImpression File) and EXE (VideoImpression mini-player). File formats vary from Windows and Macintosh versions.

System Requirements:

Windows 98/ME/2000/XP:

- Pentium-based PC or equivalent
- 75 MB free hard disk space
- 64 MB RAM
- 16-bit (or higher) color display
- 800 x 600 screen resolution

Macintosh OS 8.6/9/X:

- Power PC
- 100 MB free hard disk space
- 64 MB RAM
- 16-bit or higher color display
- 800 x 600 screen resolution

Installing VideoImpression

Windows:

1. Turn on your computer.
2. Insert the ArcSoft VideoImpression CD-ROM in the CD-ROM drive.
3. Click on Start>Run (The Run dialog box appears).
4. Type D:\Setup.exe (where "D" is your CD-ROM drive).
5. Follow the instructions as shown on the screen. (Note: Some systems can start the program automatically.)

Macintosh:

1. Turn on your computer.
2. Insert the ArcSoft VideoImpression CD-ROM in the CD-ROM drive.
3. Double-click the CD icon that appears.
4. In the window, double-click the installer icon.
5. Follow the instructions as shown on the screen.

Working with VideoImpression

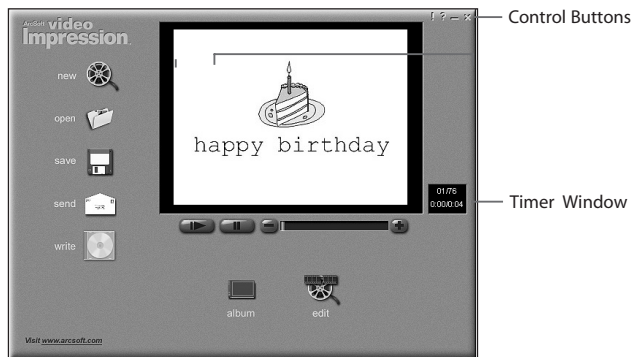
Getting Started

Windows:

1. Click Start.
 2. Select Programs>ArcSoft VideoImpression>VideoImpression 1.7.
- The VideoImpression View Screen will appear as shown below.

Macintosh

1. Double-click the desktop icon or program file within the program directory.



The View Screen

Options on the View Screen:

New - starts a new project, opens an existing one, and displays your albums.

Open - lets you open a VideoImpression Project File (VPF) to work on an existing project.

Save - saves your work as a movie file (you can select different file formats).

Send (Windows only) - allows you to email your movie files. (A MAPI-compliant email program is needed for this option.)

Write (not available with all versions) - lets you burn your movie to CD with a CD-burning application.

Album - lets you continue adding files to the Storyboard.

Edit - takes you back to the Storyboard (only when you have a project open).

Video Playback Controls - give you the ability to play, pause, and move forward/backward to specific frames in your movies.

Timer Window - shows the current frame and the elapsed time within the video. It becomes active when a movie is opened (it will appear as a black box when no movie is open).

Control Buttons - Tips ("!") toggles pop-up tool tips on/off. When on, icon names will pop up when you move your mouse over an icon. Help ("?") launches VideoImpression Help. You can learn more about program functions and procedures by using Help. Minimize ("-") moves VideoImpression to the background and places it in the Windows taskbar. Close ("x") closes VideoImpression.

Note: You can view the Help topic for any screen or button by right-clicking and selecting "Help." (Windows only)

Working with Albums

You can create movies by placing image and movie files onto the Storyboard from various Albums. To create a movie:

1. Click on the New icon from the View Screen. This will take you to the Album Screen.
2. Use the options on the Album Screen to construct your movie. (See “Options on the Album Screen” below)



The Album Screen

Options on the Album Screen:

Select Album - (This button is located immediately to the right of the album name) lets you choose the album you wish to view or work from. Selecting "New" will bring up a new, empty album. You can name/rename an album by clicking in the box with the album name and typing over the existing text.

Get - opens a window that allows you to browse through your computer to add image, movie, or audio file thumbnails to the current album. You can add thumbnails for supported file formats on your hard drive or any removable media (diskettes, CDs, etc.).

Acquire - enables you to get images from TWAIN devices like digital cameras and scanners. After clicking this icon, select the device you'd like to use, and follow the procedures provided for that device.

Capture - allows you to acquire video from a video source.

Sort - offers you options to arrange your thumbnails for easy management.

Delete - lets you remove items from the Storyboard or album.

Add To Storyboard - places the currently selected thumbnail on the next available frame on the Storyboard. (Note: You can also add an image to the Storyboard by clicking and dragging the thumbnail to it.)

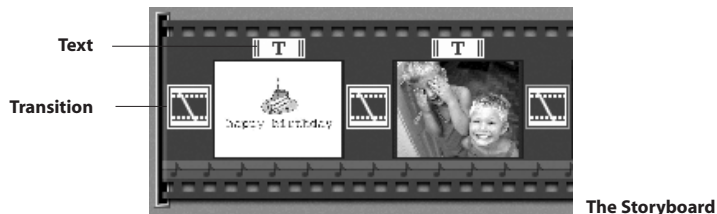
Play Movie - takes you back to the View Screen where you can play, save, and email your movie.

Edit Movie - allows you to modify movie or still image files. You can add text as well.

Working with the Storyboard

The Storyboard shows you each step or part of the movie that you're making.

Remember, you can add a thumbnail to your Storyboard by drag-n-drop, or by highlighting a thumbnail and clicking on the Add To Storyboard icon. You can rearrange thumbnails on the Storyboard by drag-n-drop as well.

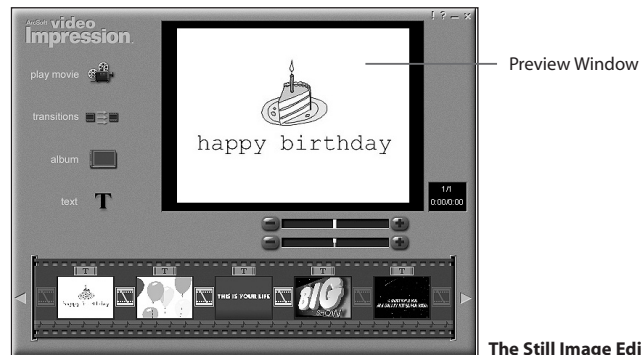
**The Storyboard****Options on the Storyboard:**

Text - is highlighted if there is text added to the respective thumbnail. You can add text by clicking on the thumbnail and then the Edit Movie icon.

Transition - is an effect that is applied as scenes in your movie change. You can add a transition by double-clicking on a Transition icon between two thumbnails, or by clicking on the Transition icon when editing a still image or video file. This will take you to the Transition Screen, where you can choose from several transitions in different categories.

Thumbnail Image - displays a still image file, or the first frame of a movie file, for a specific area on the Storyboard. You can edit a movie or still image file by clicking on its thumbnail, and then on the Edit Movie icon.

Soundtracks - show audio files that will play during the movie. You can add up to two different audio files for simultaneous playback. You can rearrange the audio files by dragging them to the desired location. You can add audio files to the Storyboard the same way that you add still image and movie files.

Editing an Image**The Still Image Edit Screen****Options on the Edit Screen for Still Images:**

Play Movie - takes you back to the View Screen where you can play, save, and email your movie.

Transitions - takes you to the Transitions Screen (See "Options on the Storyboard").

Album - takes you to the Album Screen (See "Working with Albums")

Text - allows you to add text to images. You can select the font type, style and size. You can also apply effects to the text, and adjust their duration.

Brightness Slider - allows you to change the brightness of an image. This is the top slider below the preview window.

Contrast Slider - lets you adjust the contrast of an image. This is the bottom slider below the preview window.

Editing a Video



The Movie File Edit Screen

Options on the Edit Screen for Video Files:

Play - starts the video.

Pause - stops the video. Clicking the button again resumes play.

Previous Frame (-) - moves the video back one frame.

Next Frame (+) - moves the video forward one frame.

Playback Slider - shows a marker that moves across the slider as the video plays.

Start Mark - allows you to set where you want the video to begin (the green mark).

End Mark - lets you set where you want the video to finish (the red mark).

Note: You can also adjust the start/end time by right-clicking the video and selecting "Settings."

Printing a Still Image from a Video File

1. From the Edit Screen, select the video frame you want to print.
2. Right-click the video and select "Print."

Saving a Movie

1. Click on Save on the View Screen.
2. In the Save As window, select the drive and folder that you want to save the movie to. Give the file a name, and select what type of movie you want to save it as.
3. Click Okay to save, or Cancel to abort.

Saving in the VPF format (Windows only) creates a project file. You can then open this file at a later date and edit the Storyboard components.